

# Simplified Riichi Guide

## SETUP

### 1 Build the walls

Each player builds a wall of 17 stacks in front of them, two tiles high.



### 2 Roll and break wall

Dealer **East** rolls the dice. Starting from dealer, they count that many players counterclockwise.



From that player's wall, count the same number of stacks from their right and make a break.



### 3 Draw starting hands

Dealer takes the first two stacks (4 tiles) left of the break. South then takes the next two stacks. Continue until everyone has 12 tiles.



Everyone then takes one more tile for 13, then dealer takes a 14th tile (their first draw).

### 4 Flip dora indicator

The **fourteen tiles** to the right of the break are the **dead wall**. Flip the third tile for the **dora indicator**, which points to the dora.



### 5 End of hand

When someone wins or only 14 tiles remain, the hand ends. If **dealer won or is tenpai**, they stay dealer. Otherwise, South becomes dealer.

## CALLS

**"Chii"** 二二三  
Run of 3 · from the left

**"Pon"** 中中中  
3 of a kind · from anyone

**"Kan"** 9999 99  
4 of a kind · from anyone or your hand

### 1 han Riichi · 立直

**CLOSED HAND ONLY**

Declare, discard sideways, bet. Cannot change hand, discard draws unless you win.

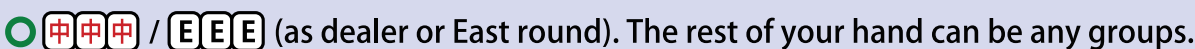
### 1 han Tanyao · 断幺九 · ALL SIMPLS

Your hand contains only the numbered tiles 2 through 8. (no 1s, 9s, or honors)



### 1 han x Yakuai · 役牌 · VALUE TRIPLET

A set of value tiles: Any dragon, the round wind, or your seat wind. Score each set.



### 2 han Toitai · 対々 · ALL TRIPLETS

Your hand contains four sets (triplets or kans) and a pair. No runs.



### 2 han + Honitsu · 混一色 · HALF FLUSH

**+1 HAN IF CLOSED**

Your hand contains only one numbered suit. May also include honors.



## WINNING

### Tenpai

One tile away from a complete hand. If you haven't called, riichi!

### "Ron"

Win off another player's discarded tile

### "Tsumo"

Win by drawing your own tile from the wall

## SCORING

DEALER (East)		Add +1 han per dora	NON-DEALER	
tsumo	ron		ron	tsumo
500 all	1,500	1 han	1,000	300/500
1000 all	2,900	2 han	2,000	500/1000
2000 all	5,800	3 han	3,900	1000/2000
4000 all	12,000	4 · 5	8,000	2000/4000
6000 all	18,000	6 · 7	12,000	3000/6000
8000 all	24,000	8 · 9 · 10	16,000	4000/8000
12000 all	36,000	11 · 12	24,000	6000/12000
16000 all	48,000	13+ · ★	32,000	8000/16000

# Riichi Mahjong Yaku

 Closed hand required.  
 +1 han when closed.

## CLOSED HAND REQUIRED

### 1 Riichi 立直 BASIC

1000 point bet. Cannot change hand, discard draws unless you win.  
 +1 **Ippatsu** 一発 • Win before your next discard. Calls invalidate.  
 +1 **Double** ダブル • Declare on your first discard. Calls invalidate.

### 1 Menzen Tsumo 門前清自摸和 • FULLY CONCEALED HAND

Draw your winning tile with a closed hand.

### 1 Pinfu 平和 • NO POINTS HAND

A hand worth 0 fu. All runs, with a non-Yakuhai pair and a two-sided open wait (like 23, not 12, 13, or 1234) win  
23 4

### 1 Iipeikou 一盃口 • PURE DOUBLE SEQUENCE

Two of the exact same run. 123 123

### 3 Ryanpeikou 二盃口 • TWICE PURE DOUBLE SEQUENCE

Two iipeikous. May be different. 123 123 789 789

### 2 Chiitoitsu 七対子 • SEVEN PAIRS

Seven different pairs. 11 22 33 44 55 66 77

## SPECIAL WIN TIMING

### 1 Haitei Raoyue 海底撈月 • UNDER THE SEA Houtei Raoyui 河底撈魚 • UNDER THE RIVER

Win on the last draw or discard from the wall.

### 1 Rinshan Kaihou 嶺上開花 • AFTER A KAN

Win on the dead wall draw after calling kan.

### 1 Chankan 搶槓 • ROBBING A KAN

Win off a player upgrading a called triplet to a kan.

### 5 Renhou 人和 • BLESSING OF MAN

Win before your first draw. Does not stack with other yaku.

### ★ Tenhou 天和 • BLESSING OF HEAVEN Chiihou 地和 • BLESSING OF EARTH

Win on your opening hand or first draw. Calls invalidate.

### 1× Yakuhai 役牌 • VALUE TRIPLET BASIC

A set (triplet or kan) of value honor tiles. Score for each set.

**Sangenpai** 三元牌 DRAGONS • Any of the three dragons. 中中中

**Bakaze** 場風 PREVALENT WIND • The round wind. EEE

**Jikaze** 自風 SEAT WIND • Your seat wind. Dealer is East. NNN

### 2 Shousangen 小三元 • LITTLE THREE DRAGONS

Two sets and a pair of each dragon. 中中中 發發發 中中中

### ★ Daisangen 大三元 • BIG THREE DRAGONS

A set of each of the three dragons. 中中中 發發發 中中中

### ★ Shousuushi 小四喜 • FOUR LITTLE WINDS

Three sets and a pair of each wind. EEE SSS WWW NNN

### ★ Daisuushi 大四喜 • FOUR BIG WINDS

A set of each of the four winds. EEE SSS WWW NNN

### 1 Tanyao 断玄九 • ALL SIMPLS BASIC

Only the tiles 2 through 8. (no 1s, 9s, or honors) 234 / 555

### 1+ Sanshoku Doujun 三色同順 • MIXED TRIPLE SEQUENCE

The same run in each suit. 123 123 123

### 1+ Ittsu 一氣通貫 • PURE STRAIGHT

The runs 123, 456, and 789 in a suit. 123 456 789

### 1+ Chanta 全帶玄九 • HALF OUTSIDE HAND

All groups contain a 1, 9, or honor. 123 / 999 / 中中中

### 2+ Junchan 純全帶么 • FULLY OUTSIDE HAND

All groups contain a 1 or 9. (no honors) 123 / 999

### 2 Honroutou 混老頭 • ALL TERMINALS AND HONORS

Only 1s, 9s, and honors. (no 2 through 8) 999 / 中中中

### ★ Chinroutou 清老頭 • ALL TERMINALS

Only 1s and 9s. (no 2 through 8 or honors) 999

### ★ Tsuiisou 字一色 • ALL HONORS

Only honors. (no suited tiles) 中中中

### 2 Toitai 対々 • ALL TRIPLETS BASIC

Only sets (triplets or kans), no runs.

### 2 Sanankou 三暗刻 • THREE CONCEALED TRIPLETS

Three concealed sets. The rest of the hand may be open.

### ★ Suuankou 四暗刻 • FOUR CONCEALED TRIPLETS

Four concealed sets. Tsumo only if waiting to make a set.

+★ **Tanki** 四暗刻単騎 SINGLE WAIT • Waiting to make a pair.

### 2 Sankantsu 三槓子 • THREE QUADS

Three kans.

### ★ Suukantsu 四槓子 • FOUR QUADS

Four kans.

### 2 Sanshoku Doukou 三色同刻 • TRIPLE TRIPLETS

The same set in each suit. 111 111 111 111

### 2+ Honitsu 混一色 • HALF FLUSH BASIC

Only one suit plus honors.

### 5+ Chinitsu 清一色 • FULL FLUSH

Only one suit. (no honors)

### ★ Ryuuuisou 緑一色 • ALL GREEN

A hand consisting of only green tiles. 2 / 3 / 4 / 6 / 8 / 發

### ★ Chuuren Poutou 九連宝燈 • NINE GATES

1112345678999 in one suit and an extra tile of that suit.

+★ **Junsei** 純正九連宝燈 TRUE • With a nine-sided wait.

### ★ Kokushi Musou 国士無双 • THIRTEEN ORPHANS

Each terminal and honor and a pair. 191919 ESWN 發中

+★ **13-wait** 国士無双13面待ち • With a thirteen-sided wait.

### 1× Dora ドラ

9 > 1 E > S > W > N > E 中 > 發 > 中 > 中  
 Bonus han that do not count as yaku. Score 1 han per dora tile in winning hand. Flip an extra indicator per kan. For riichi wins, tiles under the indicator(s) are additional indicators. Red 5s are dora.

## SUITED TILES (4 of each · 108 total)

### MANZU

1	2	3	4	5	6	7	8	9
liman	Ryanman	Sanman	Suuman	Uuman	Rouman	Chiiman	Paaman	Kyuuman
一萬	二萬	三萬	四萬	五萬	六萬	七萬	八萬	九萬

### SOZU



### PINZU



## HONOR TILES (4 of each · 28 total)

### WINDS

East	South	West	North
Ton	Nan	Shaa	Pei
東	南	西	北

### DRAGONS

White	Green	Red
Haku	Hatsu	Chun
	發	中

## SEAT WINDS

